

National YWCA Racial Justice Group Opposes Video Game as Racist/Sexist

Opposition to the sale of the new "adult" video game "Custer's Revenge" because of its "blatant racism and sexism" was voiced by the National Board of the YWCA through its Racial Justice Committee, says Gloria James Ziegler, executive director of the local YW.

The 10-woman group, representing YWs in 435 communities and a membership of more than two million women, voted unanimously to oppose the manufacture, distribution and sale of "Custer's Revenge" and other "denigrating" video games produced by American Multiple Industries, Northridge, Calif., for the home video market.

The so-called "game, makes a game of sexual contact and implicity of rape and raping Indian women," said Jacqueline Delahunt, of Olga, Wash., head of the Racial Justice Committee. A male, wearing hat and boots only, "commits rape and violence against a woman," she said. "It is obviously an Indian woman as evidenced by the program title and use of arrows as a visual device."

"For 124 years, we have fought for women's and human rights and against exploitation of and violence toward women," Ms. Delahunt said. "This video 'game' insults and denigrates women, Indians and men. Rape is rewarded."

Ms. Delahunt sees wide distribution of "Custer's Revenge" as having a negative and anti-social impact on "the largest audiences for this type of home 'entertainment'—children and young people.

In a letter directed to Stuart Keston, president of American Multiple Industries Inc., Northridge, Calif., Jewel Freeman Graham, national YW president, and Sara-Alyce Wright, national executive director, said "we trust that the strong objections to this 'entertainment' item by responsible groups will cause you to recall this 'game' and thus make it unnecessary for us to take further action."